

REMARKS

Summary of the Office Action

1. Claims 1-6 and 9-29 are rejected under 35 U.S.C. 102(b) as being anticipated by *Danielson et al.* (US 5,805,474).
2. Claims 7 and 8 are rejected under 35 U.S.C. 103(a) as being unpatentable over *Danielson et al.* in view of *Blixt* (US 5,815,165).

Summary of the Response

Claims 1, 5-8, 10, 12, 20, 22-26 and 28 are amended.

Claims 2-4, 9, 11, 21, 27 and 29 are cancelled.

Claims 30 – 43 are new.

Rejections Under 35 U.S.C. § 102(b) and 35 U.S.C. § 103

Applicant has amended the claims. It is submitted that the amended claims are substantially different than what the cited references teach or suggest.

The amended claims provide for a graphic feature, upon which a sequence of one or more contacts may be made. A sequence of contacts entered on that feature is matched to an action from a set of actions.

In each case, the action performed is different than what the cited references teach. In particular, *Danielson*, the primary reference, teaches recognizing contacts as input values, not actions. There is no suggestion to match the user-contacts to an action, such as claimed.

Claim 1 provides that an application is launched in response to the sequence of contacts being detected.

In claim 10, the sequence can be matched to a particular action that corresponds to presenting a set of graphics to a user on the screen. The graphics enable the user to select software.

In claim 12, the action performed corresponds to transmitting data through a radiation emitter.

In claim 20, the action is an operating system function.

Finally, in claim 29, one feature is designed to receive multiple actions.

Each of these cases specify a particular action that is to be performed by a handheld computer in response to a particular sequence of contacts being made onto the feature. The cited references in no way teach or suggest these concepts.

For all of the above reasons, Applicant submits that the claims as amended are patentable over the references on record. A Notice of Allowance is requested.



CONCLUSION

Applicants respectfully submit that all pending claims are patentable over the art of record. Accordingly, a Notice of Allowance is requested by Applicants. Applicants urge the Examiner to telephone Applicants' attorney at (408) 414-1209 if any issues remain that preclude allowance of the application. The Office is given permission to charge any unpaid fees to Applicants' deposit account (50-1302).

Respectfully submitted,

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Dated: 12/5/02

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CERTIFICATE OF MAILING

I hereby certify that this correspondence is being deposited with the United States Postal Service as first class mail in an envelope addressed to: Commissioner for Patents, Washington, DC 20231.

on 12/5/02 by V. Mahamed
(Date) (Signature)



"Version with markings to show changes made"

In the Title: Please delete the existing title and insert the following:

--METHOD FOR CONTROLLING A HANDHELD COMPUTER BY ENTERING
COMMANDS ONTO A DISPLAYED FEATURE OF THE HANDHELD
COMPUTER--.

In the Claims:

1. (Amended) A method for software control, comprising:

graphically defining [displaying a graphical] a feature on a portion of [surface area of]

a touch-sensitive screen, wherein the touch-sensitive screen **[being]** is coupled to

at least one processor to detect and interpret contact with the screen; [and the

graphical feature being generated by an operating system and associated

with a particular software program by the operating system];

detecting a sequence of one or more contacts by a user-controlled object on the portion of

the screen;

matching the sequence to a particular action in a set of actions; and

performing the particular action by launching an application.

[receiving a writing on the surface area provided by a user; and

controlling programming on the processor in response to the writing.]

2. (Cancel)

3. (Cancel)

4. (Cancel)

5. (Amended) The method of claim 4, wherein the sequence of **[impulses]** contacts is applied to an area that is smaller than **[the]** an area of the feature. **[surface area of the graphical feature.]**

6. (Amended) The method of claim 1, wherein the sequence includes a gesture that is interpreted as an alphabet character. **[writing comprises at least one character of an alphabet.]**

7. (Amended) The method of claim 1, wherein the sequence includes a gesture that is in a circular form. **[writing comprises a substantially circular writing]**

8. (Amended) The method of claim 1, wherein the sequence includes a gesture that is in a polygonal form. **[writing comprises a substantially polygonal writing.]**

9. (Cancel)

10. (Amended) **[The method of claim 1]** A method for software control, comprising: graphically defining a feature on a portion of a touch-sensitive screen, wherein the touch-sensitive screen is coupled to at least one processor to detect and interpret contact with the screen; detecting a sequence of one or more contacts by a user-controlled object on the portion of the screen;

matching the sequence to a particular action in a set of actions; and
performing the particular action by presenting a set of graphics to a user on the screen;
wherein the graphics **[presented to the user on the display screen indicate]** provide a
plurality of user-selectable software options.

11. (Cancel)

12. (Amended) A method for software control and communication using a user-
interactive display screen feature, comprising:
graphically displaying [displaying a graphical] a feature on a portion of [surface area
of] a touch-sensitive screen, wherein the touch-sensitive screen [being] is coupled
to at least one processor to detect and interpret contact with the screen;
[receiving a writing on the surface area provided by a user;]
detecting a sequence of one or more contacts by a user-controlled object on the portion of
the screen; and
[controlling programming on the processor in response to the writing;]
matching the sequence to a particular action in a set of actions; and
performing the particular action, wherein the particular action corresponds to transmitting
data by generating a signal emanating from the radiation emitter.

13. (No Change) The method of claim 12, wherein the radiation emitter is an optical
radiation emitter.

14. (No Change) The method of claim 12, wherein the radiation emitter is a radio frequency radiation emitter.
15. (No Change) The method of claim 12, wherein the radiation emitter is an microwave radiation emitter.
16. (No Change) The method of claim 14, wherein the radiation emitter is coupled to a computer network.
17. (No Change) The method of claim 14, wherein the radiation emitter is coupled to a telephone network.
18. (No Change) The method of claim 15, wherein the radiation emitter is coupled to a computer network.
19. (No Change) The method of claim 15, wherein the radiation emitter is coupled to a telephone network.
20. (Amended) A method for software control and memory storage using a user-interactive display screen feature, comprising:
graphically displaying **[displaying a graphical]** a feature on a portion of **[surface area of]** a touch-sensitive screen, wherein the touch-sensitive screen **[being]** is coupled to at least one processor to detect and interpret contact with the screen; **[and the**

**graphical feature being generated by an operating system and associated
with a particular software program by the operating system];**

detecting a sequence of one or more contacts by a user-controlled object on the portion of
the screen;

matching the sequence to a particular action in a set of actions; and

performing the particular action by performing an operating system function in response
to interpreting the sequence.

[receiving a writing on the surface area provided by a user; and

controlling programming on the processor in response to the writing.]

**[controlling data stored in the memory responsive to a writing on the surface area
provided by a user]**

21. (Cancel)

22. (Amended) The method of claim 21, wherein performing an operating system
function includes [altering data in the memory includes] deleting [data representing]
one or more software applications from **[the]** a memory of the handheld computer.

23. (Amended) The method of claim [20] 22, wherein deleting one or more software
applications from a memory includes deleting the software applications [the storage
memory is] from a non-volatile storage memory.

24. (Amended) The method of claim [20] 22, wherein deleting one or more software applications from a memory includes deleting the software applications [the storage memory is] from a random access memory.

25. (Amended) The method of claim [20] 22, wherein deleting one or more software applications from a memory includes deleting the software applications [the storage memory is] from a memory that is readable by a magnetic memory reader.

26. (Amended) The method of claim [20] 22, wherein deleting one or more software applications from a memory includes deleting the software applications [the storage memory is] from a memory that is readable by an optical memory reader.

27. (Cancel)

28. (Amended) A handheld computer comprising:

a display configured to graphically define a feature on a portion of the display;

a processor configured to:

interpret a first type of contact with a portion of the display providing the feature

as a first input;

match the first input to a first action;

perform the first action in response to interpreting the first input;

interpret a second type of contact with a portion of the display providing the

feature as a second input;

match the second input to a second action;

perform the second action in response to interpreting the second input, wherein
the second function is different than the first function. [receive a writing
on a selectable user-interactive feature to configure a processor to
perform a function different than another function performed by
selecting the user-interactive feature.]

29. (Cancel)

30. (New) The method of claim 1, wherein graphically displaying a feature includes displaying the feature as a computer-generated icon on the screen.

31. (New) The method of claim 1, wherein graphically displaying a feature includes permanently providing the feature on the screen.

32. (New) The method of claim 1, wherein performing the particular application includes interpreting the sequence as a selection to launch one of a plurality of applications on the handheld computer.

33. (New) The method of claim 10, wherein graphically displaying a feature includes displaying the feature as a computer-generated icon on the screen.

34. (New) The method of claim 10, wherein graphically displaying a feature includes permanently providing the feature on the screen.

35. (New) The method of claim 12, wherein graphically displaying a feature includes displaying the feature as a computer-generated icon on the screen.

36. (New) The method of claim 12, wherein graphically displaying a feature includes permanently providing the feature on the screen.

37. (New) The method of claim 20, wherein graphically displaying a feature includes displaying the feature as a computer-generated icon on the screen.

38. (New) The method of claim 20, wherein graphically displaying a feature includes permanently providing the feature on the screen.

39. (New) The method of claim 28, wherein graphically displaying a feature includes displaying the feature as a computer-generated icon on the screen.

40. (New) The method of claim 28, wherein graphically displaying a feature includes permanently providing the feature on the screen.

41. The handheld computer of claim 28, wherein the first type of contact corresponds to a tap by a user-controlled object onto the display, and the second type of contact corresponds to a gesture made by the user using the user-controlled object.

42. The handheld computer of claim 28, wherein the first function is a launch of a first application.

43. The handheld computer of claim 41, wherein the processor is further configured

to:

interpret a third type of contact with a portion of the display providing the feature as a

third input; and

perform a third function in response to interpreting the third input.